

# MilAtari Limited Edition

Vol. IX, No. 7  
July 1990

## This Month:

### General Meeting

Sat., July 21st, 12:00 Noon  
Greenfield Park Lutheran  
Church  
1236 S. 115th St., West Allis

### Exec. Board Meeting

Tues., July 24th, 7:30pm  
Greenfield Park Lutheran  
Church  
1236 S. 115th St., West Allis

## Next Month:

### Annual Club Picnic

Sat., August 18th, 12:00 Noon  
Greenfield Park  
2028 S. 124th St., West Allis

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Michelle Gross

## From the President

Get out of that scorching July heat by coming on down to this month's general meeting. Tom will be demonstrating TOS 1.4 to the ST users, and our 8-bitters will be addressed by Dave Glish on the topic of RAM disks. We will also have our usual offering of public domain to offer you, so plan on taking a few hours off to check it out.

The July meeting will be your last opportunity to sign up to help out at GEN CON '90. GEN CON is the largest gaming fair in the world, and volunteering a few hours for the club will allow you to witness first hand what draws people from all over the world for the four day event. Bob Brodie, the Manager of User Group Services of Atari Corp., will be in attendance as well, so it looks to be a good time for our members. If you missed Bob at the SwapFest, or our April meeting, you won't want to pass up the opportunity to get to know Bob and find out what's really going on at Atari. Anyone interested in donating some time can call myself or Armin before the meeting, or see either of us at the general meeting to sign up. We will also be automatically calling on those of you who so generously donated your time last year.

We are gearing up for a major membership drive in fall, and plans are in the works for a mega-meeting in October. We will be having an "open house" of sorts to invite new members and hopefully get some old members to rejoin. We will be advertising heavily for this meeting, but if you know of any Atari users who are not members, let them know that this is the meeting to attend and we'll do the rest.

Along with new members, we're also in need of people interested in holding an office for the next term. I know-I know, it is awfully early to start talking elections now, we just *had* one. This is true, but it's not too early to start attending board meetings, in order to get some idea of what is involved in becoming an elected official of your club. I mention this now to draw your attention to the change in day and location of our board meetings. Keep in mind also that 4 out of 5 of your elected officials (including yours truly) will not be eligible to run for the offices they currently hold as per our bylaws. This is your club. We need an influx of people and ideas to keep this club alive.

On that note, I'll sign off. See you at the meeting!

Michelle



## MilAtari Ltd.

The Milwaukee Area  
Atari Users Group  
Post Office Box 14038  
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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## ST SUPPLEMENTARY LIBRARY UPDATE

### DISK 040 - DEFINITIVE DEMO

(DSE ONLY, 1 MEG MIN)

This disk contains one of the finest demos around for demonstrating the capabilities of the Atari ST computer. It incorporates both color graphics and music in an interactive display of text, icons, and special effects. The demo comes from England and is called The Def Demo by The Lost Boys of London. Besides the title and menu screens, the program has six selectable demos including a large list of computer generated tunes. The rainbow of colors really show off the ST's potential. You must have at least one meg of memory to run this program.

### DISK 041 - WORDFLAIR DEMO

(DS ONLY)

This is a special version of Wordflair which is fully operational with the exception that it will not save or print the documents that it creates. Wordflair uses the GDOS environment so GDOS.PRGM is included on the disk. Many screen fonts are also included in the GDOS.SYS folder. To demonstrate Wordflair's power, the entire "EXAMPLES" folder is included.

### DISK 042 - HERO II GAME DEMO

(DS ONLY, JOYSTICK, 1 MEG)

This is the demo version of the of the Hero II gaming system similar to Dungeons and Dragons. This version will not load or play any dungeon other than the one provided on the disk but it is still a fully playable game in itself. The Hero II demo requires about 600k of free memory and a joystick. In playing the game you will be taking the part of a character that you create. The character will appear on the screen and you will be able to move it about and perform various actions like fighting, spellcasting, etc.

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**Bob Carpenter**

## Jack Nicklaus' Greatest 18

**Mfg:** Accolade**List Price:** \$39.95**Type:** ST sports simulation**Rating:** Good

A while back, even before I bought my ST, I had the opportunity to play Mean 18, also by Accolade, for the ST. At the time it looked far superior to the PC version of the same game that I owned at the time (side note: I later sold my PC, proving that things aren't as rosy on the PC side as the pundits would have you believe). Eventually, Accolade gave up on selling the ST version of Mean 18 in the US. I could find it in European magazines, but nothing over here.

Well, about six months after hearing about it in the British mags...it finally came. Was it worth the wait? I would give it a qualified yes. It's not that there are any real problems with the game, it's just that it could have been so much more. First of all, Jack Nicklaus is most definitely the offspring of Mean 18. The same Power Bar is used as in Mean 18. That's fine since it worked so well before. However, I'm disappointed to say that the screen redraw isn't substantially better than Mean 18. The holes that have a lot of trees and other objects still take awhile to draw. However, the graphics have been substantially improved in the intervening time.

Trees, for example, look more like trees instead of blocks of pixels. Also, in beginner mode, the distance of the club that you choose is listed next to the club itself. This avoids digging out the manual to look for club distances. Unfortunately, they left this off of Expert mode. They say this is to make Expert mode more difficult, but I don't see that since all you do is look at the back page of the manual that lists the various clubs

and their distances. The sound has also been improved. When you hit a water hazard, you hear a "plop" instead of the sand trap type sound that is heard in Mean 18.

However, the most important improvement is the inclusion of computer players. This way, you can play against one or more computer players and match wits (and shots) against them. There are various levels of computer players from a novice to Jack himself. Unfortunately, these computer players sometimes tend to think about their shots in Atari time instead of real time. I only wish that the thought processes of the computer golfers could have been speeded up a bit.

Now for playing the game. After the game boots up, (this game deserves an Honorable Mention in the Dungeon Master boot-up sweepstakes!), you have the choice of playing a round, practicing a hole, using the driving range, or using the practice green. After you make your choice, a hole will appear on the screen. You must match the hole on the screen with a hole in your course sheet and type in the correct hole number in order to play the game. In return for this inconvenience, the game is non copy-protected. The course sheet is on a very hard to read black on red. It's obvious why they picked such hard to read colors (almost impossible to photocopy), but it can take up to a minute sometimes to find the correct hole.

Once you've picked the correct hole, you will have the option of playing a skins game or a regular game. In a skins game, the player with the most money at the end of the course wins. A player could conceivably win only a few holes and win the match. On the other hand, in the regular game, the player with the lowest total score wins. Once you

have made your choices, you then can start on the course. When taking a shot, you have a chance at hooking or slicing your shot. How badly you do this depends on how far from center you hit your shot on the power gauge. After a few holes, you get used to the Power Gauge. If you're familiar with Mean 18, then you'll feel right at home. In the expert mode, hooks and slices become much more pronounced and the wind becomes a real factor. Also, in expert mode, your clubs aren't chosen for you. After each hole, you will see your current score for each hole and total current score. On the next screen you will see: your hardest drive of the day, last drive, closest to pin off a drive, number of fairways hit off the drive, number of greens hit off the drive, putts taken and number of birdies and eagles made.

Putting is where Jack Nicklaus Golf is the most different from Mean 18. When you land on the green, you will see a break indicator in the lower left of screen that shows the amount of break and which way it is. Gone is the putting line that is so helpful in lining up putts in Mean 18. Instead, you have to line up a ball at the top of the screen with the putting angle of the golfer. Hardly an easy thing to do! I've found that my putts tend to be to the left, since I haven't quite got the knack of lining up the putt.

At the beginning of each hole, you will see an overhead view of the hole to give you an idea of what you're up against. This view can be recalled at any time if you're confused about where you want to go (very easy at times). Some of the holes that you'll see have hills and other attempts at 3D which are done quite adequately.

Overall, I found Jack Nicklaus Golf to be quite entertaining. However, I really missed the lack of a course architect like Mean 18. This feature allows you to create many more courses to keep your interest

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*Dennis Wilson*

# ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

## DISK 271 - UTILITY DISK

**AREACODE:** Area Code Ver 2.0 (3/25/90) - A utility which, when entering a 3-digit area code, will give you the state in which it is located, plus list some of the principal cities in that area code. You may also type in the name of a state, and it will give you all of the area codes in that state. With either input method, the time zone of the location of the area code are the current time there is given. Of course, for the latter to be correct, you must have the correct date and time set in your computer. The utility may be run as a program or as an accessory by simply renaming the extension appropriately.

**AV:** ASCII-View, Ver 3.50 - An ASCII text viewing program that was developed to replace the Show-Print-Cancel feature of the ST's Desktop. It does so by allowing the user to easily view an ASCII text file with a host of features not available from the ST's Desktop. ASCII-View will load any ASCII file and display that file on a 80 column by 23 line screen. On-line help is available while in the program. Runs in Medium and High resolutions.

**CSLEEVE:** Cassette Sleeve Printer, Ver 1.2 (2/6/90) - A program for printing out the "sleeves" for audio cassettes. These are the inserts that you put inside the plastic case that holds the cassettes. Printing of the inner, rear, main, and edge panels are supported. You may save out your sleeve entries to a file and reload and print them as necessary.

**DCOPY36:** Dcopy, Ver 3.6 - The latest version of this disk utility. The program many disk operations, such as move or copy files, create or delete folders, and hide and unhide files. In addition, it has an extensive arcing and dearcining capability. The program goes with a shell program that gives it drop-down menus. This utility has undergone extensive revisions, 57 of them between Vers 1.91 and 3.6 which are detailed in the accompanying documentation file. It is therefore an valuable utility which is heavily supported and has stood the test of time.

**DIRDUMP:** Directory Dump - a program which lets you dump to the printer a directory of a given drive. You may enter a heading and choose what time-date stamp information you wish to have printed for the files.

**DOUBLER:** This program takes single sided disks and formats the other side of the disk, making it a double sided disk, without damaging any of the data on the disk. This program is designed for noncorrupted, unprotected, standard-format, GEM-type disks. Making a backup of the destination disk beforehand is recommended.

**DSKCHR33:** Disk Chart, Ver 3.3 - A program for quickly getting a report of the available space of drives A & B and all hard drive partitions. The space taken and available is quickly displayed as a bar chart. With a mouse click, you can then see a report in table form, giving the space taken and available in bytes and as percentages. This table can then be dumped to the printer. Recent changes include a button below the bar graph which contains all the drive letters can be clicked to display all hard drive partitions at once. This eliminates the need to select each drive individually for a full report, and a button has been provided for calling the Universal Item Selector from within the program to handle some of the file organization. This allows you to monitor your progress as you reorganize your hard drive.

**FCOPY30:** A fast disk copying program for unprotected

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**ST PD Update**

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disks. It is so fast because it only copy those tracks with data in them, and therefore does not waste time copying blank tracks. It can be run as a program or as an accessory by simply renaming the file.

**HOTPATCH:** HotPatch will fix HotWire (Version 1.0 or 1.1) so that it will work with the latest release of the TOS 1.4 ROMs, dated 4/6/89.

**VERSDIRC:** The VersaDirectory - A program which will print a directory dump to the screen, printer or disk file. You select which drive and may also select which subdirectory.

**DISK 272 - UTILITY DISK**

**CALSUATE:** CALS-U-ATE - A diet helping program designed to help count your calorie intake, and to make daily and weekly menus. The program is mainly mouse controlled. There is a system menu and three meal windows and one food window. You select foods from the food menu and move them to one of the meal windows. As you do so, a total calorie count for the meal is given. Total calorie counts for the day and week are also obtained. Menus for the week can be saved to disk and printed out. The food list can be added to and printed out when you desire.

**GEARCALC:** Bicycle Gear Calculator, Ver 1.1 - A program for calculating bicycle gears. They can be calculated for different wheel diameters and chainring sizes.

**SOFTBALL:** SoftBall Statistic (4/26/90) - A program to keep track of the batting averages for each player on a team. You can enter each players name for your team and after each game you play, you can enter the number of turns at bat and the number of hits each play got for the game. The program will keep a running total for each player entered up a maximum of 40 players per team.

**MMM:** Midi Music Maker (April 1990) - The world's most comprehensive music player program capable of playing many of the thousands of music files available through public domain for several types of computers. It will control the songs and regulate the instrument presets and channels and on which the music is sent to synthesizer. The music files may also be played through the ST monitor's speaker. The following types of music files may be played: 1) Music Studio, Music Studio 88, 2) Music Construction Set, 3) EZ-Track

(single track), 4) Standard Midi Files (formats 0 & 1), 5) Sid Player Music (except stereo) (Commodore 64/128), 6) Advanced Music System (I and II) (8 bit Atari), 7) Midi Music System (8 bit Atari), and 8) Orchestra-85/90 (Color Computer).

**DISK 273 - GAME DISK**

**BOUNCE:** A game in which the object is simply kill or be killed! You move your gun across the bottom of the screen, shooting at the bouncing baubles above you. Don't let them stop bouncing, or they will roll right over you! Monochrome only. Also on Disk 249.

**CHAOSD:** Chaos Strikes Back Editor - A sequel to the Dungeon Master Editor, As with the Dungeon Master Editor, the Chaos Editor works by altering a saved game file, and so does not affect the Chaos Master Disk. It will allow you to do the following things to a saved game, produced when you save whilst playing Chaos: 1) Alter the map at will to create short cuts, new passages etc., 2) Alter it so you can open doors during the game without using keys, 3) Remove secret doors, and 4) Print out plans of all the ten levels in the Dungeon.

**CONQUER:** Conqueror Demo - A playable demo of the tank game Conqueror. Conqueror offers three different game types: Arcade, Action and Strategy. The demo contains one level of each game type. Arcade is one tank against waves of enemy tanks, Action is controlling 5 tanks against enemy squadrons, and Strategy is planning a campaign to hold marked objectives as well as engaging in head-on combat.

**KIDGLOVE:** Kid Gloves Demo - A playable demo of the game Kid Gloves. The game is a running-and-jumping platform-type game with colorful graphics and cute sound effects.

**DISK 274 - GAME DISK**

**BLOBRUN:** Blob Run - An accident has occurred at the 40 megawatt sunplant on the 6th moon of Jupiter. A workman fell into the radioactive furnace while refilling it with uranium. The furnace coughed out a purple slime onto the walls of the room. Workmen are being digested by the slime balls. Knowing of no way to kill them, a professor has developed a transporter which would transport the blobs randomly. Carrying this weapon, you must make your way thorough the plant collecting uranium crystals, which must then be thrown

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### ST PD Update

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in the generator. This will cause an overload which will destroy the creatures. This is a climbing game reminiscent of the 8-bit game Lode Runner. It has 40 screens you must conquer to accomplish your mission.

**SPACEWAR:** Space War, Ver 3.0 - An updated version of an old favorite. In this overhead view, 2-player arcade game, the Enterprise opposes a Klingon Battle Cruiser. It is keyboard controlled. One player uses keys on the left side of the keyboard, the other keys on the numeric keypad. Various keys control rotation, thrust, and fire. A sun in the center of the screen pulls you toward it, complicating navigation. New features, like shields and proximity torpedoes, have been added.

### DISK 275 - GAME DISK

- BALLZONE:** Ball Zone - A colorful breakout-type game with speech and sound effects. TOS 1.0 only.
- FUZZBALL:** A Q-Bert-type game. Very cute, with speech. You might want to keep the sound turned off when very wee ones are about, however!
- STTETRIS:** ST Tetris, Ver 1.0 - Based upon the game SunTetris.
- STETRIS2:** A monochrome version of Tetris.
- TETRISID:** Tetriside - A game of Tetris for one or 2 players. Two Tetris screens are side-by-side on the screen, allowing head-to-head competition on this fine adaption of the game.
- VSQUARED:** Valgus^2, Ver 2.0 (5/20/90) - Valgus^2 (pronounced "Valgus squared") is naturally the sequel to Valgus, which itself was a

public domain version of Tetris. In this game, the seven familiar Valgus pieces as back, but they are tired of falling straight down the screen! Instead, they will come at you from all four sides of the 27x27 playing area. In the middle of this area is a solid 3x3 block. When a piece hits this block or any other pieces that have fallen before it, it will become locked into that place, and a new piece will drop from a randomly chosen side. The object of the game, instead of completing lines across the screen, is to complete squares around the center block. The first square out is 5x5, the next is 7x7, and so on. If you loved Tetris, you'll certainly want this addicting and challenging variation of the game!

### Jack Nicklaus' Greatest 18

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without going broke. If they had added a course architect like Mean 18's to this game, then I would have highly recommended it. As it is, it's a good game but if you already own Mean 18, then there isn't enough new here to justify a \$40 investment. Also, I was less than pleased with the way that the game handles asking for the course disk. After booting up the program disk, the screen then asks you to insert your course disk. As soon as you take out the program disk from the drive, the drive immediately searches for the course disk. The manual (that includes both the Amiga and ST versions) says that you need to hit the left mouse button in order for the machine to look for the course disk. However, this isn't the case. I feel that this might concern some people. I know I was surprised the first time it happened to me. So, overall, I'd say that Jack Nicklaus Golf scores a birdie.

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